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de Diego, M.; Gonzalez, A.; Pinero, G.; Garcia, C.; Ferrer, M.;
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17 Representation and recognition of complex human motion

Hoey, J.; Little, J.J.;
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18 A hierarchical segmentation algorithm for face analysis. Application to lipreading

Lievin, M.; Lethien, F.;
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19 A facial expression recognition system using neural networks

Jyh-Yeong Chang; Jia-Lin Chen;
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20 A simple sign language recognition system based on data glove

Wu jiangqin; Gao wen; Song yibo; Liu wei; Pang bo;

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21 A developmental approach to sensori-motor coordination in artificial systems

Metta, G.; Sandini, G.; Konczak, J.;

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22 Facial motion tracking from fine to coarse

Qiong Liu; Lansing, C.; Huang, T.;

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23 LAFTER: lips and face real time tracker

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24 Multi-modal system for locating heads and faces

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25 Field emission display development and testing

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Hamilton, J.A., Jr.; Pooch, U.W.;

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Jockusch, S.; Ritter, H.;

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28 An approach to motion planning for mobile manipulation

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29 3D reconstruction of human faces from range data through HRBF networks

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Strom, J.; Jebara, T.; Basu, S.; Pentland, A.;
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70 Flexible face animation using MPEG-4/SNHC parameter streams

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71 A 2-D content-based mesh design scheme for object-based video compression
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Neural Networks, IEEE Transactions on , Volume: 13 , Issue: 4 , July 2002

Pages:894 - 899

[\[Abstract\]](#) [\[PDF Full-Text \(300KB\)\]](#) IEEE JNL**2 What perceptible information can be implemented in talking head animations***Kuratake, T.; Masuda, S.; Vatikiotis-Bateson, E.;*

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[\[Abstract\]](#) [\[PDF Full-Text \(386KB\)\]](#) IEEE CNF**3 Communicative criteria for processing time/space-varying informat***Kozima, H.; Vatikiotis-Bateson, E.;*

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[\[Abstract\]](#) [\[PDF Full-Text \(334KB\)\]](#) IEEE CNF**4 Task constraints on robot realism: the case of talking heads***Vatikiotis-Bateson, E.; Kroos, C.; Kuratake, T.; Munhall, K.G.; Pitermann, M.;*
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[\[Abstract\]](#) [\[PDF Full-Text \(584KB\)\]](#) IEEE CNF**5 Estimation and generalization of multimodal speech production***Vatikiotis-Bateson, E.; Yehia, H.C.;*

Neural Networks for Signal Processing X, 2000. Proceedings of the 2000 IEEE Signal Processing Society Workshop , Volume: 1 , 11-13 Dec. 2000

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[\[Abstract\]](#) [\[PDF Full-Text \(412KB\)\]](#) [IEEE CNF](#)

6 Analysis and modeling of 3D jaw motion in speech and mastication

Vatikiotis-Bateson, E.; Ostry, D.J.;

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Bando, Y.; Kuratake, T.; Nishita, T.;
Computer Graphics and Applications, 2002. Proceedings. 10th Pacific Conference, 9-11 Oct. 2002
Pages:166 - 175

[\[Abstract\]](#) [\[PDF Full-Text \(1614KB\)\]](#) **IEEE CNF****2 What perceptible information can be implemented in talking head animations**

Kuratake, T.; Masuda, S.; Vatikiotis-Bateson, E.;
Robot and Human Interactive Communication, 2001. Proceedings. 10th IEEE International Workshop on, 18-21 Sept. 2001
Pages:430 - 435

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Pages:63 - 71[\[Abstract\]](#) [\[PDF Full-Text \(600 KB\)\]](#) **IEEE JNL****2 Learning and synthesizing MPEG-4 compatible 3-D face animation from video sequence***Wen Gao; Yiqiang Chen; Rui Wang; Shiguang Shan; Dalong Jiang;*Circuits and Systems for Video Technology, IEEE Transactions on , Volume: 13 , Issue: 11 , Nov. 2003
Pages:1119 - 1128[\[Abstract\]](#) [\[PDF Full-Text \(981 KB\)\]](#) **IEEE JNL****3 Minimum distance collision-free path planning for industrial robots a prismatic joint***Luh, J.; Campbell, C., Jr.;*Automatic Control, IEEE Transactions on , Volume: 29 , Issue: 8 , Aug 1984
Pages:675 - 680[\[Abstract\]](#) [\[PDF Full-Text \(592 KB\)\]](#) **IEEE JNL****4 Facial model estimation from stereo/mono image sequence***Kuo, C.J.; Tsang-Gang Lin; Ruey-Song Huang; Odeh, S.F.;*Multimedia, IEEE Transactions on , Volume: 5 , Issue: 1 , March 2003
Pages:8 - 23

[Abstract] [\[PDF Full-Text \(1422 KB\)\]](#) [IEEE JNL](#)

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Cook, A.M.; Meng, M.Q.-H.; Gu, J.J.; Howery, K.;
Neural Systems and Rehabilitation Engineering, IEEE Transactions on [see also
IEEE Trans. on Rehabilitation Engineering] , Volume: 10 , Issue: 3 , Sept. 2002
Pages:178 - 187

[Abstract] [\[PDF Full-Text \(491 KB\)\]](#) [IEEE JNL](#)

6 Extraction of visual features for lipreading

Matthews, I.; Cootes, T.F.; Bangham, J.A.; Cox, S.; Harvey, R.;
Pattern Analysis and Machine Intelligence, IEEE Transactions on , Volume:
24 , Issue: 2 , Feb. 2002
Pages:198 - 213

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7 Audio-visual speech modeling for continuous speech recognition

Dupont, S.; Luettin, J.;
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Pages:141 - 151

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8 Real-time estimation of long-term 3-D motion parameters for SNHC animation and model-based coding applications

Smolic, A.; Makai, B.; Sikora, T.;
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